

Ref #	Hits	Search Query	DBs	Default Operator	Plurals	Time Stamp
L1	364	"345"/\$.ccls. and video and joint and game	US-PGPU B; USPAT	OR	OFF	2005/04/27 15:16
L2	15	345/473,474,475.ccls. and video and joint and game and skeleton and angle and rotation\$4	US-PGPU B; USPAT	OR	ON	2005/04/27 15:16
L3	28	345/473,474,475.ccls. and video and joint and game and skeleton and angle	US-PGPU B; USPAT	OR	ON	2005/04/27 15:17
L4	6	345/473,474,475.ccls. and video and joint and game and skeleton and angle and rotation\$4 and polygon\$4 and vert\$4	US-PGPU B; USPAT	OR	OFF	2005/04/27 15:17
L5	8	345/473,474,475.ccls. and video and joint and game and skeleton and angle and rotation\$4 and polygon\$4 and vert\$4	US-PGPU B; USPAT	OR	ON	2005/04/27 15:17
L6	8	345/473,474,475.ccls. and video and joint and game and skeleton and angle and rotation\$4 and polygon\$4 and vert\$4	US-PGPU B; USPAT	OR	ON	2005/04/27 15:17
L7	6	345/473,474,475.ccls. and video and joint and game and skeleton and angle and calc\$6 and rotation\$4 and polygon\$4 and vert\$4	US-PGPU B; USPAT	OR	ON	2005/04/27 15:17
S1	279964	video an joint and game	US-PGPU B; USPAT	OR	OFF	2005/04/24 14:34
S2	1550	video and joint and game	US-PGPU B; USPAT	OR	OFF	2005/04/12 14:02
S3	87	video and joint and game and skeleton	US-PGPU B; USPAT	OR	OFF	2004/12/06 08:15
S4	58	video and joint and game and skeleton and angle	US-PGPU B; USPAT	OR	OFF	2005/04/12 14:04
S5	42	video and joint and game and skeleton and angle and rotation\$4	US-PGPU B; USPAT	OR	OFF	2004/12/06 08:16

S6	18	"345"/\$.ccls. and video and joint and game and skeleton and angle and rotation\$4	US-PGPU B; USPAT	OR	OFF	2005/04/12 14:05
S7	12	345/473,474,475.ccls. and video and joint and game and skeleton and angle and rotation\$4	US-PGPU B; USPAT	OR	OFF	2005/04/27 15:16
S8	6	345/473,474,475.ccls. and video and joint and game and skeleton and angle and rotation\$4 and polygon\$4 and vert\$4	US-PGPU B; USPAT	OR	OFF	2005/04/27 15:17
S9	20860	345/473,474,475.ccls. and video and joint and game and skeleton and angle same calc\$6 and rotation\$4 and polygon\$4 and vert\$4	US-PGPU B; USPAT	OR	OFF	2004/12/06 10:32
S10	3	345/473,474,475.ccls. and video and joint and game and skeleton and angle same calc\$6 and rotation\$4 and polygon\$4 and vert\$4	US-PGPU B; USPAT	OR	OFF	2004/12/06 10:34
S11	4	345/473,474,475.ccls. and video and joint and game and skeleton and angle and calc\$6 and rotation\$4 and polygon\$4 and vert\$4	US-PGPU B; USPAT	OR	OFF	2005/04/27 15:17
S12	1	"6,515,669".pn.	US-PGPU B; USPAT	OR	OFF	2005/04/24 14:36
S13	1	"5877778".pn. and video and joint and game and skeleton and angle and rotation\$4 and polygon\$4 and vert\$4	US-PGPU B; USPAT	OR	OFF	2005/04/24 14:35
S14	1	"5877778".pn. and video and joint and game and skeleton and angle and rotation\$4 and polygon\$4 and vert\$4 and method\$1 same game\$1	US-PGPU B; USPAT	OR	OFF	2005/04/21 08:07
S15	1	"5877778".pn. and polygon\$4 and vert\$4 and method\$1 same game\$1	US-PGPU B; USPAT	OR	OFF	2004/12/13 08:26
S16	1	"5877778".pn. and method\$1 same game\$1	US-PGPU B; USPAT	OR	OFF	2004/12/13 08:27

S17	1	"5877778".pn. and method\$1 same game\$1 and computer\$4	US-PGPU B; USPAT	OR	OFF	2005/04/24 14:36
S18	1698	video and joint and game	US-PGPU B; USPAT	OR	OFF	2005/04/12 14:02
S19	363	"345"/\$.ccls. and video and joint and game	US-PGPU B; USPAT	OR	OFF	2005/04/27 15:16
S20	66	345/473,474,475.ccls. and video and joint and game	US-PGPU B; USPAT	OR	OFF	2005/04/12 14:04
S21	84	345/473,474,475.ccls. and video and joint and game	US-PGPU B; USPAT	OR	ON	2005/04/12 14:03
S22	84	345/473,474,475.ccls. and video and joint and game	US-PGPU B; USPAT	OR	ON	2005/04/12 14:03
S23	468	"345"/\$.ccls. and video and joint and game	US-PGPU B; USPAT	OR	ON	2005/04/12 14:03
S24	106	video and joint and game and skeleton and angle	US-PGPU B; USPAT	OR	ON	2005/04/12 14:04
S25	28	345/473,474,475.ccls. and video and joint and game and skeleton and angle	US-PGPU B; USPAT	OR	ON	2005/04/27 15:16
S26	6	345/473,474,475.ccls. and video and joint and game and skeleton and angle and calc\$6 and rotation\$4 and polygon\$4 and vert\$4	US-PGPU B; USPAT	OR	ON	2005/04/12 14:04
S27	29	"345"/\$.ccls. and video and joint and game and skeleton and angle and rotation\$4	US-PGPU B; USPAT	OR	ON	2005/04/12 14:05
S28	1	"6,515,669".pn.	US-PGPU B; USPAT	OR	ON	2005/04/21 08:06
S29	1	"5877778".pn. and video and joint and game and skeleton and angle and rotation\$4 and polygon\$4 and vert\$4 and method\$1 same game\$1	US-PGPU B; USPAT	OR	ON	2005/04/21 10:33
S30	38	video and joint and game and skeleton and angle and rotation\$4 and polygon\$4 and vert\$4 and method\$1 same game\$1	US-PGPU B; USPAT	OR	ON	2005/04/21 08:08

S31	17	"345"/\$.ccls. and video and joint and game and skeleton and angle and rotation\$4 and polygon\$4 and vert\$4 and method\$1 same game\$1	US-PGPU B; USPAT	OR	ON	2005/04/21 08:09
S32	12	345/419,473,474,475.ccls. and video and joint and game and skeleton and angle and rotation\$4 and polygon\$4 and vert\$4 and method\$1 same game\$1	US-PGPU B; USPAT	OR	ON	2005/04/21 08:09
S33	1	"5877778".pn. and video and joint and game and skeleton and angle and rotation\$4 and polygon\$4 and vert\$4 and method\$1 same game\$1 and weight\$4	US-PGPU B; USPAT	OR	ON	2005/04/21 10:35
S34	1	"5877778".pn. and video and joint and game and skeleton and angle and rotation\$4 and polygon\$4 and vert\$4 and method\$1 and game\$1 and weight\$4	US-PGPU B; USPAT	OR	ON	2005/04/22 11:48
S35	6	"345"/\$.ccls. and video and joint and game and skeleton and angle and rotation\$4 and polygon\$4 and vert\$4 and method\$1 and game\$1 and weight\$4	US-PGPU B; USPAT	OR	ON	2005/04/21 10:56
S36	13	video and joint and game and skeleton and angle and rotation\$4 and polygon\$4 and vert\$4 and method\$1 and game\$1 and weight\$4	US-PGPU B; USPAT	OR	ON	2005/04/21 10:56
S37	1	"20010019333" and video and joint and game and skeleton and angle and rotation\$4 and polygon\$4 and vert\$4 and method\$1 and game\$1 and weight\$4	US-PGPU B; USPAT	OR	ON	2005/04/22 14:09
S38	8402	(first same second same weight) same (joint or vert\$4)	US-PGPU B; USPAT	OR	ON	2005/04/22 14:11
S39	75	"345"/\$.ccls. and (first same second same weight) same (joint or vert\$4)	US-PGPU B; USPAT	OR	ON	2005/04/22 14:12

S40	0	"345"/\$.ccls. and ((first same second same weight) same (joint or vert\$4)) and skeleton	US-PGPU B; USPAT	OR	ON	2005/04/22 14:15
S41	10	"345"/\$.ccls. and ((first same second same weight) same (joint or vert\$4)) and skeleton	US-PGPU B; USPAT	OR	ON	2005/04/22 14:28
S42	1	"6577315".pn. and ((first same second same weight) same (joint or vert\$4)) and skeleton	US-PGPU B; USPAT	OR	ON	2005/04/22 14:40
S43	1	"5877778".pn. and ((first same second same weight) same (joint or vert\$4)) and skeleton	US-PGPU B; USPAT	OR	ON	2005/04/22 14:42
S44	112	((first same second same weight) same (joint or vert\$4)) and skeleton	US-PGPU B; USPAT	OR	ON	2005/04/22 14:43
S45	11	((first same second same weight) same (joint or vert\$4)) same skeleton	US-PGPU B; USPAT	OR	ON	2005/04/22 14:45
S46	1337	((first same second same weight) same (joint or vert\$4)) same (skeleton or frame)	US-PGPU B; USPAT	OR	ON	2005/04/22 14:52
S47	10	"345"/\$.ccls. and ((first same second same weight) same (joint or vert\$4)) same (skeleton or frame)	US-PGPU B; USPAT	OR	ON	2005/04/22 14:47
S48	10	"345"/\$.ccls. and ((first same second same weight) same (joint or vert\$4)) same (skeleton or frame)	US-PGPU B; USPAT	OR	ON	2005/04/22 14:55
S49	20	quaternion	US-PGPU B; USPAT	OR	ON	2005/04/22 14:55
S50	2509	video and joint and game	US-PGPU B; USPAT	OR	ON	2005/04/24 14:34
S51	6	345/473,474,475.ccls. and video and joint and game and skeleton and angle and calc\$6 and rotation\$4 and polygon\$4 and vert\$4	US-PGPU B; USPAT	OR	ON	2005/04/24 14:34

S52	1	"5877778".pn. and video and joint and game and skeleton and angle and rotation\$4 and polygon\$4 and vert\$4	US-PGPU B; USPAT	OR	ON	2005/04/24 14:35
S53	1	"6,515,669".pn.	US-PGPU B; USPAT	OR	ON	2005/04/24 14:36
S54	1	"5877778".pn. and method\$1 same game\$1 and computer\$4	US-PGPU B; USPAT	OR	ON	2005/04/24 14:36